This started as a rework of Ace of Cards that sought to rectify the current problems my group and I found with the Ace of Cards and settle it more into the spirit of divination and more in line with power with the rest of the classes, but ended up as a pretty distinct class It is played with a standard Tarot deck, and is closer in ability to a Dancer/chanter hybrid, with support powers for the Minor Arcana and special Actions for the Major

TAROCCHI FREE BENEFITS
Permanently increase your maximum Mind Points by 5 or Inventory Points by 2 (your choice).

TAROCCHI SKILLS

HEART OF THE CARDS (5 levels)
At the end of your turn during a conflict, you may discard up to【SL】cards from your hand. If you do, draw that many cards from your deck

MAJOR ARCANUM
Add the Major Arcana to your deck if they are not already there. As an action, you may discard a Major Arcana in your hand and activate its action effect.

MAGIC CARDS (3 levels)
You gain a deck, a hand and a discard pile (see next page). Your hand is made up of【(SL+4】cards

At the beginning of a turn during a conflict, you may spend up to【10 + (SL × 5)】Mind Points (minimum 5). If you do, discard 1 card from your hand for every 5 MP spent this way (to a maximum of 6 cards) these cards form a set. After you resolve the effect of the set (if any), discard these cards and draw that many cards from your deck.

Offensive (⚡) Card effects use【INS + WLP】for the Magic Check

THE SPREAD (5 levels)
You gain a secondary hand capable of holding a number of cards equal to your【SL】called your Spread. Any card in your spread counts as being in your hand. At the end of your turn during a conflict, you may spend up to【(SL × 5)】Mind Points (minimum 5). If you do, move 1 card for every 5 MP from your hand to your Spread. If you do, draw that many cards from your deck.

TRAP CARD
Add the Major Arcana to your deck if they are not already there. After someone you can see performs an action during a conflict that matches the trigger on a Major Arcana in your hand you may spend 1 IP, discard it and trigger its Trap effect. A villain may spend an Ultima point to negate this effect.

MANAGING THE DECK

Your deck is an actual deck of Tarot cards that you can assemble however you prefer, provided their backs are identical. The Major Arcana are separate, and not included in your deck until you have the skill Major Arcanum or Trap Card.

When a conflict begins, shuffle all cards in your deck and place it face down in front of yourself, then draw cards to form your starting hand.

If you need to draw cards and your deck doesn't have enough, draw as many as you can, shuffle your discard pile into the deck, place it face down, then keep drawing.

When you draw cards from your deck, they are put into your hand. Normally only you can see your hand, but you can show it to others if you so wish.

When you discard cards from your hand, place them face up into your discard pile, in whatever order you prefer.

Your deck, your hand, and your discard pile (as well as any Skills and effects related to them besides your Spread) are only available during conflict scenes; at the end of each conflict, shuffle all cards back into your deck and put it aside.

FACE CARDS

Page, Knight, Queen and King cards can count 11, 12, 14 and 15 respectively.

RESOLVING A SET

To produce a given effect, a set must match its requirements exactly.

If a set matches the requirements of two or more effects, you must choose and apply only one of those effects.

Consecutive order means any set whose cards fit in this order.
Ace⇨2⇨3⇨4⇨5⇨6⇨7⇨8⇨9⇨10⇨Page⇨Knight⇨Queen⇨King⇨Ace

Hand Effects

Name	Effect	Requirements	Skill LVL
Straight Flush	You and every ally present on the scene treat Dexterity, Insight, Might, or Willpower (Based on the suit of the set) as being one die size higher (up to a maximum of d12) until the end of the scene Wands- Willpower Cups- Insight Swords- Might Pentacles- Dex	Five cards in consecutive order, all from a single suit.	3
Full House	Choose a status effect among dazed, shaken, slow, and weak: you and every ally present on the scene recover from the chosen status effect and each enemy present on the scene suffers it.	Three cards with a matching rank, and two cards with any other matching rank, with cards from two or more suits.	3
Flush (⚡)	You deal damage equal to【the total value of the resolved cards】to each enemy present on the scene; the type of this damage matches the suit of the resolved cards.	Four cards of any rank, all from a single suit.	2
Four of a Kind (⚡)	You deal damage equal to【15 + the value of the High card 】to each enemy present on the scene; the type of this damage is physical	Four cards with a matching rank. Suits may differ.	2
Straight	Choose an ally. The target gains the ability to perform a single additional action during their turns. Once the target has performed two additional actions granted by this ability or the scene ends, the ability ends	Four cards in consecutive order which are not all from the same suit.	2
Magic Pair (⚡)	You deal damage equal to【10 + the highest value among resolved cards】to each of up	Two cards with a matching rank, and two cards with any other matching rank. Suits may differ.	2

	to two different enemies you can see that are present on the scene; the type of this damage is one of your choice among those matching the suits of the resolved cards.		
Three of a Kind	You and every ally present on the scene regain an amount of Hit Points and Mind Points equal to【double the total value of the high card】.	Three cards with a matching rank. Suits may differ.	1
Pair	You perform a free attack with a weapon you have equipped. If this attack deals damage, choose a suit among those of the resolved cards; all damage dealt by the attack becomes of the type matching that suit.	Two cards with a matching rank. Suits may differ.	1
High Card	Heal an ally a number of HP and MP equal to【total value of the resolved card】IF this is a Major Arcana, treat its value as 15	When no other hand is possible, the one highest card in your hand.	1

Major Arcana:

Unbeknownst to man, they must follow the path of life given upon them. (Fool: Beginning)

Action: You may use this card to draw any Minor Arcana Card as an action

Trap type (An enemy takes an Action): The enemy loses the ability to use this action until the start of your next turn, and on your next turn you may spend a Fabula point to use that same action.

The Arcana is the means by which all is revealed. Attaining one's dream requires a stern will and unfailing determination. (Magician: Mastery)

Action: As an action, choose an ally. They treat Dexterity and Might as being one die size higher (up to a maximum of d12) until the end of the scene

Trap Type (An ally would fail an accuracy check): The check succeeds, but treats the HR as 0.

The arcana is the means by which all is revealed. The silent voice within one's heart whispers the most profound wisdom. (Priestess: Spiritual guidance)

Action: As an action, choose an ally. They treat Insight and Willpower as being one die size higher (up to a maximum of d12) until the end of the scene.

Trap Type (An ally casts a Hostile Spell): You may spend the mana cost of the spell, and they may cast the spell again targeting the same creatures.

The arcana is the means by which all is revealed. Celebrate life's grandeur, its brilliance, its magnificence. (Empress: Beauty)

Action: Immediately take the Hinder action, using INS + WLP. Then, allow an ally to also take the Hinder action.

Trap Type (An enemy casts a spell): With a distracting word, cause them to spend double the MP cost. If they can’t, the spell fails and they regain their action but waste the original MP cost

The arcana is the means by which all is revealed. Only courage, in the face of doubt, can lead one to the answer. (Emperor: Leadership)

Action: Choose one ally who can hear you. They may immediately make a free attack with a weapon they have equipped and treat their high roll as the maximum number they could roll.

Trap Type (You attempt an Objective roll): One ally may also attempt an objective roll as well

The arcana is the means by which all is revealed. It is indeed a precious gift to understand the forces that guide oneself. (Hierophant: Knowledge)

Action: Learn the Vulnerabilities, Immunities, Absorptions and Resistances of a targeted creature

Trap Type (An ally succeeds on a study check): That enemy gains Vulnerability to the next source of damage it takes, ignoring any Resistances, Immunities or Absorptions it had.

The arcana is the means by which all is revealed. There is both joy and wonder in coming to understand another. (Lovers: Bonds)

Action: Summon one scene-appropriate soldier class enemy of a level no greater than the character's level divided by 2, chosen by the GM. It acts alongside you.

Trap Type (An ally is targeted by an enemies action): A character or NPC who has a bond with the targeted ally may immediately take an action

The arcana is the means by which all is revealed. One of life's greatest blessings is the freedom to pursue one's goal. (Chariot: Free Will)

Action: Use an action to vanish from the current scene, reappearing whenever you want during a different scene in which another Player Character is present. Describe how you escaped and miraculously got here!

Trap Type (An enemy’s action would inflict you with a status effect): The action fails to inflict a status effect to any target this turn.

The arcana is the means by which all is revealed. To find the one true path one must seek guidance amidst uncertainty (Justice: Dependency)

Action: Choose two allies, possibly including yourself. For the rest of the scene, whenever one regains HP/MP, the other regains half that amount

Trap Type (An enemy would act this turn before you have): You may immediately make a free attack on that enemy. If you hit, instead of dealing damage you may force them to skip their turn.

The arcana is the means by which all is revealed. It requires great courage to look at oneself honestly and forge one's path. (Hermit: Self reflection)

Action: You may cast any Elementalist Spell. You must still pay it's MP cost

Trap Type (An ally would take air, bolt, earth, fire or ice Damage): The ally gains Absorption for that damage type until the end of your next turn

The arcana is the means by which all is revealed. Alongside time exist fate, the bearer of cruelty. (Fortune: Fate)

Action: You may cast any Entropist Spell. You must still pay it's MP cost

Trap Type (An ally rolls a critical success on an accuracy check or magic check): Fate smiles. Treat the HR for the roll as double the number rolled.

The arcana is the means by which all is revealed. Only with strength can one endure suffering and torment. (Strength: Resilience.)

Action: All allies gain the benefits of the Guard action until the start of your next turn

Trap Type (An ally would take Physical Damage): The ally gains Immunity to that damage type until the end of your next turn

The arcana is the means by which all is revealed. In the face of disaster lies opportunity for renewal. (Hanged man: Perspective.)

Action: Choose two enemies. Whenever one takes damage, the other takes half the damage as well. A villain may choose to spend an Ultima point to end this effect.

Trap Type (An enemy would attack an ally in crisis): The enemy must target an ally instead. If the enemy is alone, roll a Magic Check vs DL 11 or target itself, otherwise it wastes its action.

The Arcana is the means by which all is revealed. Beyond the Beaten Path lies the absolute end. It matters not who you are, Death awaits you. (Death: Transition)

Action: As an action, apply **Warded** to an ally. If they would hit zero Hit Points while Warded, they regain HP equal to their Crisis Score.

Trap Type (An enemy would reach zero hit points): One ally may regain an amount of Hitpoints and Mind Points equal to the creature's Crisis score.

The arcana is the means by which all is revealed. Only those with the purest hearts have the means of truly finding the answer. (Temperance: Purity)

Action: You may cast any Spiritist Spell. You must still pay it's MP cost.

Trap Type (An ally would take Poison, Light or Dark Damage): The ally gains Absorption for that damage type until the end of your next turn

The Arcana is the means by which all is revealed. Making the wisest of decisions requires one to escape from the desires of temptation (Devil: Desire)

Action: Choose a soldier level enemy in the scene who can be swayed by temptation. Spend 2 IP and they join your side for the scene.

Trap Type (An ally spends IP): They can ignore the IP cost and you may immediately use the Inventory action

The Arcana is the means by which all is revealed. The Tower of Demise marks the beginning of the End for all living things... (Tower: dread)

Action: Inflict **Dread** on an enemy, reducing all of their dice rolls by one size as long as they are in crisis. A villain may spend an Ultima point to end this effect on themselves.

Trap Type (An enemy enters crisis): Inflict **Dread** on all enemies in crisis.

The Arcana is the means by which all is revealed. One's destiny, his fortune, his temperament, and even their answer, are influenced and determined by the stars. (Star: Hope)

Action: Apply **Stargazer** to an Ally until the end of the scene. Whenever they spend MP, they regain half the amount in HP. Whenever they take damage, they regain half of the damage taken as MP.

Trap Type (An ally would fumble): That ally gains **Stargazer**

The Arcana is the means by which all is revealed. There are always those who cannot let go of their past. (Moon: Regret)

Action: All allies regain 20 MP. Any ally who shares a bond with you doubles this.

Trap Type (An ally damages an enemy): Change all damage that ally would do to Dark damage, and deal half that amount again

The Arcana is the means by which all is revealed. Only a select few can have their place in the sun. Great effort, energy and persistence are all factors in striving for this brilliance. (Sun: Peace of mind)

Action: Heal all allies for 20 Hit points. Each ally adds the strength of your bond with them to their next check this scene

Trap Type (An ally damages an enemy): Change all damage that ally would do to Light damage, and heal them for half the damage done

The Arcana is the means by which all is revealed. All living things cannot postpone their final judgement. It is your final absolute trial and will become your damnation or your salvation. (Judgement: Decision)

Action: Inflict **Doom** on an enemy. After being inflicted with **Doom** for three turns, deal 777 damage to it. A villain may spend an Ultima Point to rid itself of this status.

Trap Type (A villain enters crisis): Inflict **Doom**.

The moment man devoured the fruit of knowledge, he sealed his fate. Entrusting his future to the cards, man clings to a dim hope. Yet the Arcana is the means by which all is revealed.

The Fool's journey has finally reached the apex, as he finally understood the place he stands within the world. (The World: Completion)

Action: As an action, you may activate all Major Arcana cards in your hand, triggering each in the order you choose. Afterwards, you may not draw a card, cast a spell, dance, magichant or perform any other magic based actions or spend any MP for a number of turns equal to the cards played by this action.

Heroic Skills

FORBIDDEN RITES
Requirements: you must have mastered one or more Classes among Ace of Cards and Arcanist, and you must have acquired 3 Skill Levels in the Magic Cards Skill.

As long as there are one or more cards in your discard pile, you have Resistance to the damage type matching the suit of the card on top of your discard pile (if that card is a Major Arcana, you have Resistance to Dark and Light).

Additionally, gain the Forbidden Monarch Heroic Set

HEART OF THE CARDS
Requirements: you must have mastered the Ace of Cards Class, and must have acquired the Magic Card, and The Spread Skill.

You forge a connection with one card in particular, and always have access to it. Choose one card from the Major arcana besides the World. When you start combat, you may add it to your spread.

DUEL MASTER

Requirements: you must have mastered one or more Classes among Ace of Cards, Fury, Rogue, Sharpshooter, and Weaponmaster, and you must have acquired the Magic Cards Skill.

When you resolve the Magic Pair effect or are granted a free attack by a Major Arcana effect, if you attack with a weapon belonging to the arcane or thrown Category, you deal extra damage equal to【the common value of the resolved cards】and regain an amount of Mind Points equal to【twice the common value of the resolved cards】(for instance, resolving a pair of 5s will allow you to deal 5 extra damage and regain 10 Mind Points). If this was triggered by a Major Arcana, treat the common value of the resolved cards as 15.

ACE UP YOUR SLEEVE

Requirements: you must have mastered one or more Classes among Ace of Cards, Rogue, Merchant and Tinkerer, and you must have acquired 3 Skill Levels in the Magic Cards Skill.

You gain an additional level in the MAGIC CARDS skill, allowing you to use sets of Six Cards and increasing your hand size by one. Additionally, when you resolve a damaging set effect, you may discard an additional card from your hand to have all of its damage become damage of that card's suit, or Light or Dark if it's a Major Arcana.

You also gain access to the Magic Three and Three Pair Heroic Sets

Heroic Sets			
Forbidden Monarch	You deal damage 777 damage to each enemy present on the scene	The Page, Knight, Queen, King and Ace of a Suit	Forbidden Rites
Magic Three (⚡)	Choose one enemy in the scene. The target suffers【the total value of the resolved cards】dark damage. Then, you may distribute an amount of Hit Points equal to twice the Hit Points loss they suffered to your allies.	Three cards with a matching rank, and Three cards with any other matching rank. Suits may differ.	Ace up your Sleeve
Three Pair	You and every ally present on the scene recover 333 Hit Points and 333 Mind Points; any PCs who have surrendered but are still part of the scene immediately regain consciousness (this does not cancel the effects of their Surrender).	Three sets of pairs with matching ranks Suits may differ.	Ace up your Sleeve